137

You hear a hissing sound and whisper to Effim, ***"The bigbeak bird!"***
"No. The song of the bird we are looking for is more rhythmic," corrects Effim.
But you are certain you heard a whistle.

Return the Dialogue Book.

138

The old man's words remind you of the tragic fate of the first citadel, led by necrodruid Zezekabor. It is said that an experiment went wrong and set a corrosive foam spreading throughout the building until the structure was completely destroyed. Some rubble is still visible in the parts of the swamp that escaped its wrath. This is a memory that may be useful if you were to venture into the labyrinth.

Take a 152 card and read 192.

139

As you handle the yellow pumpkins, black smoke billows from the door. You fear it is poisonous gas, but the cloud begins to split into several wisps that take on the appearance of large ethereal dragonflies. The insects flutter around you for a moment before piercing your body. No words can accurately describe the pain you feel.

Each character **blocks** their cards with the keyword **COMPANION**, takes a 003 card, and loses **X** life points, where **X** is equal to 12 divided by the number of players. Return the Dialogue Book.

140

"Shh!" says a young reader, irritated by the interruption. The bearded man you addressed delves back into his book, discouraged by the intervention of his neighbor.

Take a 013 card to try your luck. If lady luck is on your side, read 081. If you are jinxed, no reader will chat with you right now: Return the Dialogue Book.

141

When Sabell passes by the Citadel again, you tell her about your discoveries. She records the location. "Thank you, I'll pass this on to the Chain."
The Link pulls something out of her large bag. "I was instructed to give you this as a reward for your cooperation."

Check the "finished" box of the quest "Kellian remains": +1 and take 2 099 cards and either 4 149 cards or a 300 card. If the latter is not available, take a 299 card. Return the Dialogue Book.

142

The librarian gives the pulp peddler some instructions. Once he is sure the deaf old man has understood him, he invites you to follow.*

Read 269.

143

"I had no choice. It was either him or us. I've always put the community first, you of all people should know that. This act weighs on me, but I'll bear it."
Taja turns and walks away without so much as looking at you.
"Would you have preferred that I come home empty-handed? That I let everyone starve to death?"
It will not be long before you earn the reputation for being unscrupulous.

−1 and return the Dialogue Book.

144

If you are playing the scenario:

- , read 076.
- and you have an "Objective" card that is objective **no. 4**, read 290.
- and you have at least one "Objective" card, read 596.

If a character has a card with the keyword **FUGITIVE**, you may read 599.

Otherwise, roll a die and apply the corresponding effect:

1. Read 500.
2. Read 423.
3. Read 029.
4. Read 150.
5. Read 378.
6. Read 283.

145

"Playing Ghobit is quite simple: You place your bet, then open the three cages one at a time, in the order of your choice. Cage number 18 contains a beetle and two marsh bugs; cage number 33 contains a ladybug and a beetle; and finally, cage number 71 contains a ladybug and two beetles. If exactly one ladybug, one beetle, and no marsh bugs survive, you win this beautiful scope. Choose the order in which you open the cages wisely. But that's not all – you have to know the behavior of these little beasts! Each uncaged insect will eat, but never more than one insect each time a cage is opened. The fastest are the ladybugs, which prefer to eat beetles before eating marsh bugs; then it's the beetles' turn, which only eat marsh bugs; and finally, the slower marsh bugs, which only eat ladybugs. Do you understand or do I have to repeat myself?"

You may not take the following action unless an involved character has a card with the keyword **BARTER**. Otherwise, or if you would rather go on your way, return the Dialogue Book.

Read the dialogue whose number is equal to twice the number of the first cage you open, plus the number of the second cage you open. If it is not the right dialogue, **return** 1 card with the keyword **BARTER** and return the Dialogue Book.

155

"I have just arrived from the garrison of the Outer Edges. My companions and I have been hiding there for three cycles. The war has worn us out," he confesses, his eyes distant, no doubt recalling some sinister memory.
"The war has been over for a cycle. There is no reason for you to be holed up there anymore."
The deserter is shocked. "What? I have to go tell the others! We've booby-trapped the entrance to the fort in case anyone tries to break in. If you go in, give three knocks, followed by two, and then three again. My comrades will disarm the device that guards the entrance."
You say goodbye to the deserter before returning to the shore.

Take a 419 card. Return the Dialogue Book.

156

A young woman is holding her shoulder. Blood drips from her fingers. "Help me... a wild beast attacked me..."
You have just enough time to catch her as she faints.

If you would rather leave her to her fate, return the Dialogue Book. Otherwise:

2+ 4 or 1+ 0 — if an involved character chooses to discard a card with the keyword **CURE** or a "Spool of thread" card.

Take 1 049 card.
Read 164.

1 and read 174.

157

The largest prisoner, a man by the name of Thorme, throws you a doubtful glance. "You're a funny one, you are! Have you seen how far you'd have to jump? You'll finish in a broken pile, just like Mance. Take a look if you aren't scared of heights."
He points down to the disjointed body lying below.
Liam interrupts in a panic, "Thorme's right. There's no chance we'll make it! We're all going to die in here!!!"
You are positive that you would stand a better chance if someone else was already on the other side of the chasm to catch you. Looking around, you quickly spot two gardeners whose size and bulk make them ideal candidates for this mission. Now you just need to convince them to jump! Your job would certainly be much easier if Liam stopped demoralizing everyone with his constant whining.

Will you try to:
- Reason with them? Read 003.
- Intimidate them? Read 011.
- Bribe them? You may not choose this option unless an involved character discards 1 card with the keyword **PROVISIONS**: Read 014.

158

"Are you all right?"
"I had a bad fall. I'm afraid my ankle is broken."
When you approach to examine him, he jumps up.
"You're too kind. So, here's how it's going to work: You're going to kindly put your weapons and valuables on the ground and get out of my way before my comrades turn you into a porcupine with arrows!" he says, pointing to the nearby thicket.

If you comply, you drop off your belongings before driving away: Each character on the active player's *Terrain* card must discard 1 card with the keyword **WEAPON** and all of their cards with the keyword **BARTER**. Then, take a 151 card and return the Dialogue Book. Otherwise, read 178.

159

"I feel like one of the wheels is squeaking louder since our last stop."
"I'll take a look."

0+ 3

The carriage starts off again with a bump.
The wheel should be able to hold for a while.
Take 1 049 card. Return the Dialogue Book.

Let's hope the wheel holds up until the Citadel.
Return 1 "Objective" card.
Return the Dialogue Book.

160

You rejoice as you watch the victorious ladybug and beetle strutting proudly. With a quick movement, the skinny man grabs the two insects and puts them back in their cage.
"They put up a good fight, but the day isn't over yet for these two. As for you, congratulations, you just won this beautiful scope!"

If you want to catch up to the old man and return his stellarscope, read 360. Otherwise, you should return to the Citadel with your prize: Check the "initiated" box of the quest "Tradamus and the stellarscope" and **banish** the *Permanent Event* card attached to your *Terrain* card that mentions the name Tradamus. Return the Dialogue Book.

161

"Hey. If you free me, I'll reward you."
The guard stares at you with amusement.
"Have you forgotten that we confiscated your things? Bother me again and I'll make you forget your taste for humor."
As the camp falls asleep, you curl up in a corner. But the cold and hunger prevent you from finding rest. A hournd barks in the night and is immediately rebuked by a sleepy voice.

4 and return the Dialogue Book.

162

"With the knowledge that their arcane mastery would not enable them to repel the burrowers indefinitely, the mages of the city-state of Gadalroc* began to consider other options.*

396

The man has fainted and is losing a lot of blood. Panicked, you try to think of a way to stem the bleeding, but by the time you come to your senses, it is already too late.

Take a 151 card. If it is not available, take a 129 card.
Return the Dialogue Book.

397

4+ 7

You grab the sailor and push her over the rail. Jaara, the parasite, and the weapon disappear into the Great Sea.
"I'm sorry. I didn't mean it to come to such an extreme, but it was her or us." *Rusila remains silent, stricken by the loss of her second-in-command.*
Read 333.

Jaara's powerful arm pushes you away before bringing the weapon down on you.
3 and take a 369 card. Return the Dialogue Book.

398

If you are playing the scenario and you have an "Objective" card that is objective **no. 4**, read 290.

If a character has a card with the keyword **FUGITIVE**, your may read 599.

Otherwise, roll a die and apply the corresponding effect:

1. Read 423.
2. Read 029.
3. Read 009.
4. Read 413.
5. Read 513.
6. Read 394.

399

You hand the vial to the suspects you have cleared. Mahal takes it first and swallows it in one gulp. In light of this insane gesture, you realize the extent of your mistake! She is the poisoner and you have just condemned Ambruzus and the rest of the group.
You recall the interrogation. Didn't Mahal contradict herself, refusing to give the antidote to a desperate Lexand, while she claimed to have joined the expedition because she considered him a brother? Moreover, the poisoner must have prepared both poisoned meals. Although you don't know who cooked the first one, you know that Bertio and Mahal prepared the second. But the culprit could not have been Bertio, because he was playing cards the night Ambruzus was poisoned, as Relyne confirmed when you ran into him the day you left the Citadel. It makes sense... but it's too late.
Mahal collapses to the ground, convulsing until she freezes to death. She chose to end her life by ingesting a lethal dose of antidote rather than reveal the reason for her actions. While searching her remains, you discover a little sachet with some powder – probably what is left of the poison – as well as a piece of parchment hidden in a lining of her satchel.
It is time to return to the Citadel to find another way to save Ambruzus and the four remaining survivors.

Take a 310 card. **Banish** your *Terrain* card and replace it with a 393 card. Return the Dialogue Book.

400

The men set their load on the ground and huff.
"That looks heavy!"
"You can say that again! It's the booty from the ruins of Sesenahoum's citadel after several days rummaging. We're hoping to sell it in Waterbank for a good price."*
"And where is this citadel?"
"That knowledge is not for sale, let alone given freely. But if you have something to trade, you won't go away empty-handed! We have a small chest that is cluttering us up and almost cost Gaered his hand when he tried to open it."
The other man nods, pointing to his bandaged wrist:
"Cursed black magic!"

The involved characters may **return** a total of 3 cards with the keyword **BARTER** or 1 "Shard of Kirolin" card in order to take a 350 card (BOMB) or a 046 card ("Potion of vigor") or a 433 card ("Sealed chest"). Return the Dialogue Book.

401

The owner returns. "Ah, a visitor. You're just in time," he says, showing you the two big fish he just caught. You sit with the old man a while before setting off again.

Take a 005 card. card. If it is not available, one involved character may . Each character on the active player's *Terrain* card may **return** their "You are exhausted" card. Return the Dialogue Book.